- 6. The vertical height of a sandwich sign shall not exceed four (4) feet and the total square footage of a permitted sandwich sign shall not exceed twelve (12) sq. feet per side.
- 7. Any banner, poster, or sandwich sign that creates a traffic or pedestrian hazard must be removed immediately.

1106 RESIDENTIAL DISTRICT SIGN STANDARDS

- A. Signs in residential districts shall be subject to the following conditions:
 - 1. Subdivision Signs: One (1) permanent ground sign may be located at each entrance of a subdivision provided the following requirements are met:
 - Such sign shall contain only the name of the subdivision and motto, if any. It shall not contain promotional material.
 - b. The sign shall not create a physical or visual hazard for motorists entering or leaving the subdivision.
 - c. An acceptable legal entity shall be provided to assure the maintenance of the subdivision sign.
 - d. The sign shall not exceed seven (7) feet in height.
 - e. The sign shall not exceed thirty-two (32) square feet in area.
 - 2. Multiple family residential development and mobile home park signs: One (1) wall or ground sign may be located on the site of a multiple family residential development or mobile home park provided that it is not more than thirty-two (32) square feet. Such sign shall not be more than eight (8) feet in height. Where a multiple family residential development or mobile home park is located on more than one (1) street, one (1) sign may be displayed on each street.
 - 3. Temporary signs on private residential property are permissible at the property owner's discretion, provided, however, the sign shall not be displayed more than thirty (30) days before the activity and shall be removed within seven (7) days of termination of the activity such as, garage or yard sale, political campaign, real property sale or other like activity, for which it was erected. Signs permitted hereunder shall not exceed six (6) square feet in surface area

1107 PENALTIES

- A. Upon failure to comply with this ordinance the Building Inspector is hereby required to cause removal as provided by law of such sign and any expense incident thereto shall be paid by the owner, agent, or lessee of said sign or of the property upon which the sign is located.
- B. It is unlawful and shall be a misdemeanor to do any act forbidden by or for failure to do any act required in this Ordinance. The maximum penalty shall be a fine of \$25.00 per offense per day. Each individual sign violation shall be considered a separate offense.

City Of Poplarville

200 Hwy. 26 East Poplarville, MS 39470 601-795-8161 phone * 601-795-0141 fax

SIGN PERMIT APPLICATION

TO BE COMPLETED BY A (please print)	APPLICANT:	DATE	-
Name of Applicant:			
Company Name:			
Property Address:			
Phone:			
IF THE MAILING ADDRESS FOLLOWING INFORMATION	S IS DIFFERENT FROM		
Property Owner Name (and	/or Company):		
Mailing address:			
City:			
Phone:			
lumber of signs:	SIGN INFORM		
New	Existir	ng	Change Out
Permanei	nt Sign		Temporary Sign
Commerc	ial		Non-Commercial
On Premi	-	ch proof of prope	Off Premise* erty owner's approval
Freestanding	Building Mounted	Wall Mou	untedBillboard
Other (specify):			
Non-Illuminated			
etbacks: Front	Rack	Nogrost	Sido.

Sign Measurements: Height_	Width	İ	Depth
Message Area_	Corner	Lot	Interior Lot
Sight Triangle_	Ground	Clearance	
Property Plat/Site Plan (require	red) is attached:	Yes	No
Engineer Certification:	Footing:		Wind Load:
State/Federal Permit Required	d? If yes	, PERMIT #:	
SUBMIT THE FOLLOWING IN 1. For ALL signs - sign render 2. Ground signs - a scale drawdimensions of building, dim 3. Wall signs - dimensions of CONTRACTOR INFORMATIO	ring, materials, finishes wing of site showing pr ensions of sign, landso building, proposed loca	s, etc. operty lines, pro caping around s	oposed location of sign, sign.
Sign Contractor			
Electrical Contractor			
Responsible Party for Cleanup/	Disposal:		
Name	nrint/h.m.a		
	printitype		
- T	Signature		
Company Name			
Address			
Phone:			
Variance Required?			
Requires/Request			
,, ,, toquost	_ • 41141106 01		
TOTAL JOB COST:(If commercial project over \$10,0	000.00 MUST provide	MPC number.)	

Apı	plicant		
Witnessed	d this the	day of	, 20
		Clerk	
We are a	ın Equal Opp	portunity Service l	Provider
We are a Approved by: Cod	1 1	·	
	le Enforcemer	nt Official	Date

ORDER ESTABLISHING COLOR STANDARD FOR DESIGNATING HANDICAP PARKING AREAS

IT IS HEREBY ORDERED by the Mayor and Board of Aldermen that areas within the City of Poplarville that are designated as Americans with Disabilities (ADA) handicap parking areas, both upon public property and private property, shall be painted by using "handicap blue" paint with a sufficient quantity of "highway safety spheres" added to create a reflector appearance.

This order shall be in effect from its adoption and shall apply as to areas first designated after its adoption. Further, this order shall apply to any areas designated prior to its adoption, but only at such time as they may be re-marked or re-painted.

ADOPTED this Albay of March, A.D., 2001.

Good Neighbor outdoor Lighting

PRESENTED BY THE NEW ENGLAND LIGHT POLLUTION ADVISORY GROUP (NELPAG) AND SKY PUBLISHING CORP.

What is good lighting?

Good outdoor lights improve visibility, safety, and a sense of security, while minimizing energy use, operating costs, and ugly, dazzling glare.

Why should we be concerned?

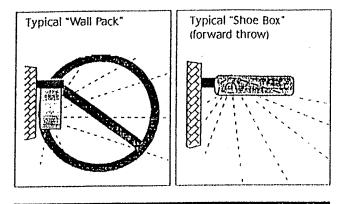
Many outdoor lights are poorly designed or improperly aimed. Such lights are costly, wasteful, and distractingly glary. They harm the nighttime environment and neighbors' property values.

- Glare Here's the basic rule of thumb: If you can see the bright bulb from a distance, it's a bad light. With a good light, you see lit ground instead of the dazzling bulb. "Glare" is light that beams directly from a bulb into your eye. It hampers the vision of pedestrians, cyclists, and drivers.
- **Light Trespass** Poor outdoor lighting shines onto neighbors' properties and into bedroom windows, reducing privacy, hindering sleep, and giving the area an unattractive, trashy look.
- spilling much of their light where it is not needed, such as up into the sky. This waste results in high operating costs. We waste over a billion dollars a year in the United States needlessly lighting the night sky.
- Sky Glow Rays that beam uselessly above the horizon create murky skyglow the "light pollution" that washes out our view of the stars.

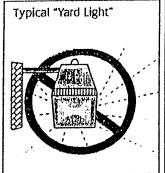
How do I switch to good lighting?

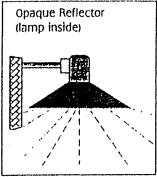
Provide only enough light for the task at hand; don't over-light, and don't spill light off your property. Specifying enough light for a job is sometimes hard to do on paper. Remember that a full Moon can make an area quite bright. Some lighting systems illuminate areas 100 times more brightly than the

Some Good and Bad Light Fixtures

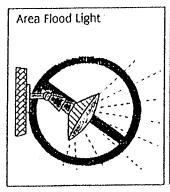


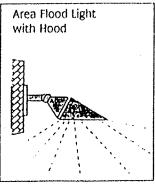
BAD GOOD





BAD GOOD





AD GOOD

full Moon! More importantly, by choosing properly shielded lights, you can meet your needs without bothering neighbors or polluting the sky.

- 2 Aim lights down. Choose "full-cutoff shielded" fixtures that keep light from going uselessly up or sideways. Such fixtures produce minimum glare. They create a pleasant-looking environment. They increase safety because you see illuminated people, cars, and terrain, not dazzling bulbs.
- 3 Install fixtures carefully to maximize their effectiveness on the targeted area and minimize their impact elsewhere. Proper aiming of fixtures is crucial. Most are aimed too high. Try to install them at night, when you can see where all the rays actually go.

Properly aimed and shielded lights may cost more initially, but they save you far more in the long run. They can illuminate your target with a low-wattage bulb just as brightly as a wasteful light does with a high-wattage bulb.

- 4 Choose energy-efficient low-pressure sodium (LPS) or high-pressure sodium (HPS) lamps wherever yellowish light will do the job. Use less efficient white lights only where ideal color rendition is important.
- 5 Where feasible, put lights on timers to turn them off each night after they are no longer needed. Put home

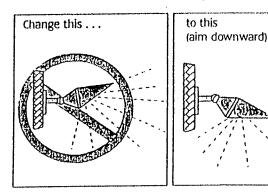
security lights on a motiondetector switch, which turns them on only when someone enters the area; this provides a great deterrent effect!

Replace bad lights with good lights.

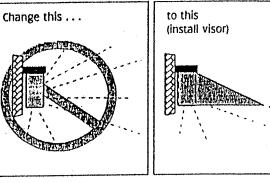
You'll save energy and money. You'll be a good neighbor. And you'll help preserve our view of the stars.



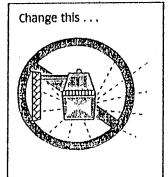
What You Can Do To Modify Existing Fixtures

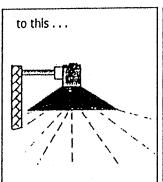


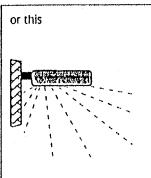




WALL PACK







YARD LIGHT

OPAQUE REFLECTOR SHOE BOX

Presented by the

New England Light Pollution Advisory Group (NELPAG) (http://cfa-www.harvard.edu/cfa/ps/nelpag.html) and Sky Publishing Corp. (http://www.skypub.com/). NELPAG and Sky Publishing Corp. support the International Dark-Sky Association (IDA) (http://www.darksky.org/).



Why We Don't Like the 175 Watt Mercury Fixture

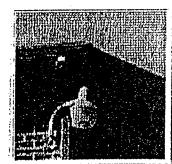
Information Sheet 3, May 1996



International Dark-Sky Association 3225 N. First Ave., Tucson, AZ 85719 U.S.A. E-mail: <u>idu@darksky.org</u> WWW: http://www.darksky.org

This cheap (\$29.95 or less, usually) old fashioned <u>fixture</u>, used mostly as "dusk-to-dawn" lighting, is seen everywhere, and is particularly common as a "security light." It typifies most all the adverse effects of poor outdoor lighting: glare, light trespass, light pollution, and <u>energy waste</u>. It is, in reality, a very poor security light.

Much of the light emitted comes out of the fixture at angles where it is of no use in illuminating the ground or the area where light is needed. Consider an angle of 0° as directed straight down to the ground. An angle of 90° is therefore sideways, parallel to the ground, and an angle of 180° is straight up. Light emitted at an angle greater than 90° is uplight, and it is a cause of light pollution (sky glow). Light emitted at angles between 70° and 90° does very



A typical 175 watt mercury vapor light. This one is located in Randallstown, MD USA.

little to illuminate the ground, for it will not strike the ground anywhere near the source, and by then it is so faint that its effect in illumination is nil. However, it produces a great deal of glare (direct light striking the eye and dazzling or blinding the viewer). Glare is always bad; it never helps vision. At least 30% of the output is at these angles where it goes up, away from the ground, or where it only causes glare. This light is totally wasted, as is the energy that goes to produce it.

Let's consider the energy waste: A 175W lamp uses about 200 watts when one counts ballast losses as well. The lamps burn on average 11 hours a night; most security and street lights burn close to 4100 hours a year. Multiply: 200W X 4100 hours = 820 KWH of energy use per year. At 8¢ per KWH, about the average cost of electrical energy nationally, each fixture costs close to \$66 per year to operate. This is over twice as much as the initial cost of \$30. In an area where electricity costs 11¢ per KWH, the lamp costs 3 times as much to operate per year as it costs to buy it. This situation is a prime example of where those who look only at the front-end costs are making a big mistake. Our country is wasting too much energy. We must change.

Fire Hydrants

This is the basic specification for installation of a fire hydrant. The style suggested should be similar in design to an M&II Valve 129 with a main valve size of 5 ½ inches. The threads must be National Hydrant (NII) threads. There should be a minimum of three (3) outlets with one of the outlets being a steamer connection with a diameter of 4 ½ inches. The hydrant must be installed so that the steamer connection faces the street. The Steamer connection should be no less than 18" centered from ground level to provide for adequate access. Hydrants must be installed in compliance with the diagram shown below.

